

Kainar

The sun-baked earth of Kainar expands across the horizon in contrast to the other forests thick with brush and tree. Heat beats at you from the clear sun above, digging into your energy. Even in daytime, Kainar is often a draining place, though the danger now is superficial compared to the beasts that roam at night.

Before you stood the spirits of Kainar's innovative solution to these varied problems. Around the Baobab's grand trunk is a clay wall that towers above you, imposingly separating it from the savannah. Wooden supports stand out at regular intervals, breaking up its smooth outer surface into segments. You wander towards one of its open gates, the doorway at least eight times your size. Its reinforced doors, despite looking intimidatingly strong, are welcomingly open.

Among all the information you've heard, two locations catch your interest the most: The Museum of Korios, which catalogues all that is known about Kainar and Korios's history, and The Amber Nest, a small cafe that serves as a more relaxed place to learn about the beings that inhabit Kainar and its day-to-day structure.

The Amber Nest

Kainar is a place defined by its construction, but inevitably culture grows into the spaces inside and in between their buildings. Inside the myriad shops, homes, and streets of Korios is an atmosphere not only of work but of community and cooperation. Though it's visible anywhere, its clearest display is the various rest spots around Korios' commercial areas that the ever-busy inhabitants flock to for respite.

The Amber Nest is one of these many locations. It is mostly unremarkable from the outside, but as you enter, the ambient conversation and relaxed posture within strikes a hard contrast with the activity outside. Inhabitants of all kinds gather here for the pleasure of each other's company rather than a deadline.

- Observation of typical social behavior

- o *Inside the Amber Nest, you see an even mixture of Ruam, Leenis, and spirits. The Ruam's behavior is the very definition of essentialist. The snippets of expertly organized and concise sentences you overhear from them help convey their deeply rooted technical mindset. The Leenis hold an opposite disposition, sitting and conversing casually. They gesture with their paws and arms, meandering in topic and generally enjoying themselves.*

Between the two is the attitude of the spirits. Some converse with the Ruam on a number of technical subjects while others

reminisce over their day so far with the Leenis. In either case, they blend smoothly with the rest of the forest's inhabitants, not perfectly alike yet different in a synergistic manner.

- Observation of the cafe's typical Koriosian aesthetics
 - o *The café itself is rich with Korios' visual character. Its furniture more resembles the skeletons that precede buildings than the buildings themselves, fitting among a customer base of mostly construction workers. The interior design seems to field some of Kainar's natural aesthetics. Sharply-pruned prairie bushes sit in corners and in the gaps between tables, adding an element of color and life to the design.*
- Observation of the types of food and drink available
 - o *The Nest's menu is built closely off of raw ingredients, with little in the way of layered or complex recipes. Simple fruit is prominently represented in the café, and you can see it is a popular choice among the busy citizens. The more complete meals are mostly salads with acidic dressings or more savory additions. Flavored fruit and vegetable juices are constantly being mixed in the small work area behind the counter. At what would perhaps be called the heart of the cafe sits a common sight; a large bowl filled with the energizing and ever abundant seeds of the ecunn nut, an equally large pot of slow boiling water, a large display of ceramic cups, and a small swarm of patrons conversing and freely making use of arrangement.*
- Watching a celebration
 - o *As you make your order and take a seat in an unoccupied table, a huddled mass of Ruam and spirits make their way into the café. They chatter amongst each other in excited yet politely hushed tones. While their attempt not to become a distraction is questionably effective, the spirit behind the Nest's counter receives them with a grin, turning from his current work to receive them. The group makes the necessary exchange before the spirit prepares their orders with a near magical level of elegance and efficiency.*

You overhear pieces of their conversation as they take a few tables not far from yours. Their energy seems to be related to the opening or completion of some project in Korios, with relief and fatigue resonant in their voice. The Ruam and spirits in the group both speak of relaxation and joke about inevitable maintenance work.

- Introduction to the Guild Grand Master
 - *Looking at the various characters that entered the Amber Nest, you see one figure nearby that stands out among the rest. A spirit sits apart from the rest of the group he'd arrived with and quietly finishes a discussion about guild administration. His tone is more measured than the rest of the spirits in the Nest, elaborating with tranquility and well-paced complexity. As the Ruam he was speaking with steps away, you politely move to take his place, introducing yourself and explaining your questions as you sit down.*
 - *"I see," he answers with a grin and a nod. "I am Khea, Grand Master of the Pathlayers, and pleased to make your acquaintance."*
- Personal duties and other typical guild master duties
 - *You inquire simply about the work that falls to a guild grand master. "Well," he starts, a thoughtful expression spreading onto his face, "it isn't all delegation. Most of the interactions between my guild and the rest are managed by me. It's my authority to, for example, settle agreements over what projects fall to my guild instead of others, decide what maintenance and material support we provide - the things that pull all of the guilds together. I'm also my guild's prime representative at the council, where more big-picture decisions for Korios are raised."*
- Overview of the different guilds
 - *As he talks about the guilds, you tilt your head. "There's a lot of guilds, I could understand the confusion," he continues before you can pose a question. "All fall into one of the three Orders - Industrialist's, Administrator's, and Guardian's - and while that is a convenient method of sorting it is not at all useful for truly understanding the guilds and how they interact. They vary wildly in age, specialty, and size, and in general the Orders are called for large decisions or projects that affect the future of Korios. Otherwise, work almost always falls to specific guilds."*
- Overview of the guild council and decision-making processes
 - *On the subject of the Orders, you ask how decisions are made between guilds. His face contorts slightly, an emotion somewhere between dismay and consideration. "The guild council is composed of every guild leader, with three Order leaders as a kind of spokesperson for their Order. It's how we make cooperative decisions. Meetings are planned both on a scheduled basis and if the need arises, and every issue requires a two thirds majority to one answer to be resolved. It's Kainari*

simplicity at its finest, but things have gotten conflicted before. It is not the most efficient part of the guild system."

- Governance in Korios and its benefits and shortcomings
 - *His hesitation catches your ears. You ask him what he thinks of Korios government. "Well, someone's got to keep track of everything. Keep the guilds from spending all day squabbling over efficient logistics," he chuckled heartily. "But I think it could be better. Its framework is demanding, and problems that don't fit easily into the system often halt it entirely. As well, having governance managed by the same spirits who are busying themselves with construction and design all the time can just be plain inconvenient."*

Introduction to off-duty builders

Suddenly, Khea raises one of his paws and his eyes jolt open. "I've another conversation with another grand master to attend to," he stated hurriedly. "One that unfortunately takes me away from The Amber Nest. I've about told you all my guild can't anyway - you can find them on the other side of the cafe." He gestures his paw towards a group of Ruam and spirits as he stands up and cleans his place. "All the best," Khea wishes, nodding politely towards you and walking towards the door.

- *Intrigued, you passively approach one of the less packed tables of joyful workers. Two spry-looking spirits and an older Ruam sit around a table, discussing the day's work between sips of juice. They look at you at first with confusion, but you explain your curiosity and they nod in understanding. You ask their names as you take a seat.*
- *"I am Loran. She is Meru, and he is Okor," The Ruam speaks, taking the initiative of introducing you. He gestures to each spirit as he says their name. Meru smiles and nods casually, and Okor waves his paw in a swift, energetic motion.*
- Assignment of Project Tasks by Guild
 - *With introductions sorted, you inquire what guild they're from. "The Pathlayers," Meru answers before putting her paw up matter-of-factly. "Names aren't much help. We work with the outdoor, public infrastructure that paves Korios. Projects are assigned to guilds based on what types of construction they'll require. A smaller building might only take the masonry guild, for example, while a larger one would be supplemented by supports from a carpentry guild."*
- Builder interactions with Seil and the Baobab

- *Idly, you wonder aloud how they might keep track of their designs. "We had to go to the Baobab to fill a gap in our archives last morning," Okor responds swiftly. He twirls his paws around each other in thought as he talks. "Most of the plans, we keep around, but when we're missing something we go to the Spirit Baobab and Seil in the city center. Their light archive goes all the way back to the beginnings of Korios, and they're usually happy to help. At least, I think so. I'm not sure Seil knows how to express any emotion other than excitement," he laughs, his jab at the spirit light clearly loving in nature.*
- Personal struggles in the past
 - *Trying to be polite, you ask how the day's been treating Kainar. Loran answers first.*
 - *"It's been relieving to me, although you'd be hard-pressed not to have noticed our rudely celebratory entrance," Loran answers, looking accusatively at the spirits beside him. "For me, it's a relief to be working again. I had an injury on a build site a few seasons back, was afraid I'd never be on construction again. Made a fortunately full recovery, though, and been feeling as good as ever."*
 - *"Or so he claims," Okor shoots back, looking at Loran with suspicion.*
 - *"I swear it's true," he defends with a laugh. "The others of the guild have refused to take their eye off me. It's an honest, but very aggressive concern of theirs that I don't take another injury."*
 - *Okor gives Loran a concerned look. "You better not, we couldn't have you end up like poor Darro." With that the tone at the table immediately shifted from mere mention of that name, with Loran and Meru suddenly sporting more somber looks. Noticing your confusion Okor figures it necessary to give you a bit of context. "Not everything in Korios runs as smoothly as you might think," he starts, looking visibly pained down at the table. "Darro, is a living reminder of that fact. He was an apprentice for the Potter's Guild, a good lad. One day he was sent to evaluate the aqueduct for Ariben's Extension, to bake a clay patch for a reported leak."*
 - *He takes a pause to control his more frustrated thoughts before proceeding. "The guilds had known about the leak for some time at that point, but the responsibility of fixing it got bounced between them until it was too late. Eventually it came down to the Potter's Guild to try to patch it as at least a temporary fix, but when Darro started his evaluation the leaking section collapsed under him. Mangled every limb on his body and just about killed the lad. He's lucky to still be figuratively kicking, even if he won't be kicking literally anytime soon."*

- Meru interjects, her expression betraying a level of frustration that Okor tried to hold back. "Neither the Waterweavers nor the Mason's Guild deemed the problem theirs for one skath dung reason or the other. They carried out their own **separate** evaluations, and passed it off to each other before it went to the Potter's. Neither believed they'd messed up, and cared more about saving face than just fixing the cursed thing! That whole block was flooded, the entirety of Ariben's went five days without flowing water, including sewage. It was a nightmare." The table occupies themselves with their drinks, clearly trying not to dwell on the past.
- Types of projects that can be assigned
 - Attempting to continue the conversation, you ask what kind of projects they've seen or worked on. Loran answers with a thoughtful smile. "Anything in Korios that's needed. Or want, if the demand is enough. The council is in charge of prioritizing what projects find their way to the guilds and when. New buildings are usually either purpose-built, such as with housing or social services, or as an empty shell for grocers, cafes, workshops, any kind of service. There's public works for anything from water pumps to funeral homes as well."
- Other jobs/responsibilities in Korios
 - "Of course, I'd never let anyone get away with thinking it's all fresh new buildings," Loran chuckled. "Nothing in Korios stays in one piece forever despite our best efforts. Many of the assignments that come through are repairs and cleanups, far less glamorous than the echoes of constant progress would have you believe. Until you actually get around to fixing it, a broken something is as good as nothing at all."
 - "There are shopkeepers from the Administrator's Order," Meru picks up, to which Loran gives a conceding nod, "who manage the economy and assure everyone's got somewhere to stock up. As well, there's garrison members from the Guardian's Order, who stand trained and at the ready to repel the dark hyenas from Korios' walls, or one of a few other threats that could come someone's way when they're outside Korios."
- Leaving The Amber Nest
 - As Meru finishes speaking, he leans his head to the left, gazing outside at the waning sun.
 - "I'm out of answers for you," Meru continues with a sigh, "or at least out of energy. The other two need some rest as well. Despite all our progress, tomorrow sure isn't a break," she chuckled, Loran and Okor smirking along with her.
 - "It's been good to meet you, though," Loran politely added as the three stood up, pushing in their chairs and sorting their

places. "Allowing us to indulge in a little self-description. I hope you find information to cure your curiosities, and best wishes."

- *You nod and thank them for their well wishes as they leave The Amber Nest. You return to your place quietly, finishing your order and cleaning up before departing into the dusk streets of Korios.*

Museum of Korios

For those looking to learn about or entertain themselves in Kainar, no location is more well-known than the Museum of Korios. It is the largest social welfare project in Kainar and one of the largest overall, accompanied with the walls of Korios and the Great Dam as cooperations between every guild in the city.

Its entrance is imposing compared to the many small buildings that comprise most of Korios, though it keeps the same design. The first room inside is strikingly large yet simplistic as well. Its walls are bare except for simplistic wood supports that run through the masonry. Its pieces are separated into three sections; one covering how Korios came to be, another on memorable individuals and events from Korios, and the last on elements of normal life in Kainar.

- Overview of Zariza
 - *Another mural etched into the wall depicts a massive black-scaled scorpion surrounded by her much smaller children. They stand close together in a nondescript portion of the Kainari savannah, Korios' definitive walls visible in the distance. The pose the larger scorpion is shown in is not aggressive, but even through the mural it instills respect and care into you.*
 - *The writings underneath detail it as Zariza, guardian and mother figure to the scorpions of Kainar. She is friendly to the other inhabitants, providing for her children as they live peacefully among the spirits and in the savannah around Korios. The caption notes in no uncertain terms, however, that showing aggression of any kind to Zariza's children is mandated against and dangerous for one's well-being.*
- Zariza's History with Spirits
 - *Being spread evenly across the prairies, Zariza and her children were one of the first other intelligent creatures that the spirits happened across. Initial confusion almost led to aggression due to the naturally threatening appearance of the scorpions. Zariza was quick to intervene, and lingering unease was replaced with mutual understanding as she explained her peaceful will. Peace was made, and finding allies in Kainar sent a wave of positivity through the spirits.*
 - *Mutual peace held strong between the spirits and scorpions. Their relationship set in stone over time, and by the time of Korios city's construction, they were familiar neighbors.*

- Overview of the Dark Hyenas
 - As you look further down the hall, a distinct blend of colors catches your eye. Most of the murals in the museum are depicted during daytime in warm oranges and reds. This one, however, is covered in black, purples, and the occasional cold white of moonlight. You wander towards it and see a group of dark hyenas, their fur as dark as their midnight surroundings. Their snarling jaws were swung open and their teeth fur-raisingly sharp, and they were as large as the trees that surrounded them.
- Advice for handling the dark hyenas if encountered
 - Underneath the mural is a description of the dangers of dark hyenas. It opens by warning about their overwhelming size, conveying in no uncertain terms that resistance outside Korios is futile and often fatal. It advises to never go out at night to avoid encounters in the first place, or in the rare occasion that one attacks during daytime, to show no resistance and return to Korios as quickly as possible. Most often, it states, the hyenas attack buildings before spirits, so abandoning structures quickly is the safest method of escape.
- Overview of wildlife from Kainar's regions
 - Depicted here are a variety of creatures all on or around a small tree in a colorful portion of Kainar's savannah, green prairie grasses erupting from red soil. The animals vary wildly in size, some seeming as small as your paw and others as big as two spirits. The caption states that Kainar is rife with various wildlife, from the indomitable herds of Skath that roam the plains together, overwhelming even to a Dark Hyena, to the tiny Katcha which dig intricate burrows to live in and hide from threats in trees.
- Overview of the Leenis
 - One mural depicts a group of brown, short-furred creatures grinning, grouped close. Their tails raise high behind them and their overall presence exudes joy and familiarity. The description calls them the Leenis, one of Kainar's native species.
 - While the spirits and Leenis were aware of one another before Korios's construction, their true relationship began during it, with the Leenis living among them as equals and welcome guests. Where the Ruam were most well-known for their assistance in the designing of Korios City and the Great Dam, the Leenis typically fulfilled more operational roles, assuring that its vital services and growing economy remained open even during intense construction.
- The Baobab's greatest projects
 - You turn your head down the exhibit hall and see an eye-catching depiction of the Baobab. Surrounding its tall, smooth

trunk is a mural split in two halves. One shows Korios' distinctive wall under construction, and the other water pouring from the great dam. The two constructions can only be seen at once if the viewer takes a step or two back, giving a viewer a taste of their truly immense size.

- *Underneath the mural is a caption detailing the walls of Korios and the Great Dam as the Spirit Baobab's "Great Projects", with their staggeringly complex plans created partially by and stored within the lineage of Spirit Baobabs. They are, it describes, essential figures to both the continued stability and cultural character of Kainar.*
- Famous Guild Members
 - *A Ruam and a Leenis are depicted on smaller murals in the exhibit. They are slightly larger than life size and have colorings which make it clear these are specific individuals which once lived rather than generic depictions of the two species.*
 - *The Ruam stands with his arms out in front of a complex network of aqueduct channels. He is depicted with a warm smile and expectant gaze. The description underneath reads that Rokoh Mariana, better known as Roc, was the first guild master of the Waterweavers. His efforts were responsible for its establishment as a unique guild and designed much of the extensive network that now waters Korios. As an individual, Roc was known for his ability to memorize designs which overwhelmed most others even when written down, as well as his encouraging personality which led the Waterweavers.*
 - *The Leenis is depicted with her arms crossed, a smirk on her face. The background behind her appears to be the uninteresting internal skeleton of a freshly-completed building. The caption explains, however, that her greatest work was developing a series of standard and easily-modifiable plans for new constructions that could fill almost any role Korios needed. These "blank boxes" rapidly accelerated Korios' development and allowed for quick and consistent maintenance. Her logical and down-to-earth personality made her understood easily by everyone in Kainar, regardless of their engineering experience. She remains an inspiration for Leenis who seek to become experienced industrialists.*
- History of the Light Ceremonies
 - *This mural depicts a breathtaking display from within Korios. Extending above both the inner walls which surround the Baobab and the outer walls of Korios is a massive twister of fire, blocking vision beyond them and sending a massive pillar of smoke into the sky. The fire is strikingly orange in Seil's shade and champions the entire mural, its brightness clear even through the depiction. Underneath, its caption notes that the*

Baobab's light ceremonies were once a far less tamed and contained display of fire. As Korios was built around the Spirit Tree, Seil refined their power into a barrier to dissuade the Dark Hyenas or bring rain during a drought using the clouds formed by the smoke.

- Tributes to Past Baobab transformers
 - *Near the end of the exhibit hall sits a large wall of clean-cut dull-orange stone. It is many times wider than you and twice as tall, and upon it are etched words large enough to be legible whether they are at the top of the wall or the bottom. Its presence dominates the space around it.*
 - *It is covered in names. Each name is etched with wide strokes to assure it can be read from any angle, and are filled in with white to stand out against the unremarkable rock. They appear to be listed from the top left, given they end part of the way through a column, the space below them frighteningly blank.*
 - *Just in front of the wall of names - and undeniably dwarfed by it - is a detailed model of Korios carved with care from wood, with the only notable difference being the absence of the Spirit Baobab in the center.*
- Other Culturally Significant Events
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- The Baobab's First Children
 - *The first in a sub-series stretching to your right, this mural depicts white leaves raining down from the Spirit Baobab among a crowd of fascinated-looking spirits. Kainar's red soils seem strangely barren as not a single construction, camp, or even bonfire are depicted. Its description reads that the first spirits of the Baobab were born into an environment that soon proved barren without adequate experience in scavenging the landscape. While the fall and summer were generous enough to allow them to scrape by, the longer nights of the winter were devastating with the threat of Dark Hyenas destroying any settlement the spirits made.*
- Korios's Beginnings
 - *This mural shows a group of campfires and rudimentary shelters surrounding the base of the Spirit Baobab. The caption reads that, although the spirits within were unaware at the time, the small group they were forming was the beginning of Korios City. They relied on the light of the spirit tree to protect them rather than hiding from the dark hyenas, a gambit which initially seemed foolish but quickly attracted more spirits and created the first permanent settlement.*
- Meeting the Ruam
 - *To the right, the next mural shows a deep canyon filled with buildings, steps, ladders, and contraptions, both built into the*

air and dug into the rock. Just outside it, a generic Kainari spirit with wide eyes looks on at a similarly-surprised Ruam. Neither seem aggressive, and the description notes the first contact as peaceful. The first spirits to happen upon the Ruam were in the midst of working on what would become Korios, travelling far from the Spirit Baobab to find resources.

- *After navigating some initial confusion regarding what exactly the spirits were, the two races were allegedly able to relay their goodwill to one another. The spirits explained their settlement, and the Ruam conveyed they would soon need to move from their canyon home to support a growing population. The two agreed to cooperate, with the Ruam sharing their building experience in exchange for a place in Korios.*
- Construction of the dam and Korios' expansions
 - *The next section in the sequence is a depiction of Ruam and spirits working together to lay the foundations for Korios' wall.. According to the caption, with the Ruam's assistance, Korios' expansion was formalized and grew rapidly.*
 - *The Ruam were essential to the successful construction of the Great Dam. Their knowledge of the immense power of water and the various problems that it introduces to a construction assured it was stable.*
- Struggles with the Hyenas and the defense of Korios
 - *After Korios' expansion, one mural depicts spirits and Ruam struggling to repel a dark hyena assailing Korios. They utilize spears and bows, raining projectiles down from atop the wall as the hyena digs into it.*
 - *The caption states that, before the formation of the guilds, defense of the city worked on an inefficient hue-and-cry system armed with makeshift weaponry. According to it, the defense guilds were the first non-Builder's Order guilds to be assembled. Hyenas became a much more present threat during the construction of Korios, but Ruam and spirits together were able to invent and utilize various mass-fire tactics such as long bonfires and spirit ignition-fueled strategies to ward them off and preserve most of their progress.*
- Creation of the guilds and events leading up to today
 - *The last mural in the historical subset is a bird's eye depiction of Korios as it was when the exhibit was created. With its perspective, the countless homes and lives sandwiched between the inner and outer walls of Korios seem almost like an afterthought when juxtaposed with the monumental feats of engineering running around and through the city.*
 - *Its caption reads that, as orders were founded for defense and construction, Korios began to stabilize from a conglomerate in constant struggle to a truer, more stable city. An agreement was*

made to formally distribute power amongst the guilds, creating a council to plan and operate the city. As security brought development, the two orders were soon joined by the Administrator's Order, and the evolved economy it nurtured brought Korios into the state it is in today.

Altum

The Alkupera Trail

General Description:

In the rocky valleys that dominant Altum's central region sits a bare and jagged mountain, Mt. Alkupera. It is an isolated place, and the site of a grand effort to chronological forest's first few generations. Traversing its curves and ascending to its broken peak has become something of a rite of passage for young Altum spirits looking to test their mettle, and the three-day hike up to the mountain summit is interspersed with markers that tell of the forest's grand history. So it is that spirits from all corners of Altum will travel to Alkupera to learn of their heritage and prove their ability to survive in the wilderness alone, a necessary skill this far North. You choose to hike the trail...

● 1st Marker: Pale Lights

- So it was that in that grey and frigid waste that the first spirits opened their eyes and gazed out over the dark tundra that was now their home. Weak and afraid they retreated to the safety of the Seid warmth and the original Spirit Spruce, a host with no concept of before and who simply always was. Even in those days Seid's luminous glory was bright and tender, but even their light was only a cinder flickering defiantly in that untamed wilderness. The wind and the wild closed in around them, the spirits were alone and unprepared in the land they found themselves in. Ushered onward by Seid's gentle assurances, the spirits stepped out into the groves surrounding the Spirit Spruce, a land just as densely wooded then as it is now. Despite being born in an early spring, the spirits could only barely subsist in their new home. They scavenged the forest floor in the meager warmth of day and retreated into the evergreens to

escape the worst of the night's cold. It was a desperate existence, their strife would be unlike any known since, but soon the soft twinkle of pale lights in the nighttime trees would be seen from all corners of the horizon. It would bring their salvation.

● 2nd Marker: Guided by the First Children

- From across the Northern mountains they saw the lights of the forest's new inhabitants. Ever an ally of our kind they, the Saroks, came down from their mountains to help the spirits in their time of need. At first the arrival of the towering beings was met with fear and apprehension, and the Saroks had mistaken the spirits as creations of Draya - their revered protector of Altum's End, but it soon became apparent to the spirits that these creatures were guardians of the land. The Saroks taught them the ways of the forest and how to survive, for they were the forest's first children. They taught them how to hide themselves amongst the snow using their tails and fur. They helped them identify the edible roots, moses, and berries from the poisonous. They raced them over mossy plains, up rocky hills, and through thick woods so that they may learn to navigate the region. They told stories of the mighty dark wolves who could prove both helpful and dangerous, feathered hunters from the West, and communities of furred scavengers in the Southeast. They also spoke of Draya, a majestic being who protects the farthest reaches of the North under a shroud of cleansing polar light. Perhaps most importantly though, the Saroks warned them of the forest's dangers and put necessary fears in their hearts, for Altum was and always has been a hostile place. With their help, it would not take long before the spirits were able to do more than just subsist in their grove. Spurred by the stories they heard, they would soon dare to take the first steps far and away from the Seid's warmth.

● 3rd Marker: Setting Off into the Unknown

- There were more of them now, and it was dawning on the spirits that soon they would need to venture deeper into the unknown regions of Altum if they were to find enough food for everyone. Brave gatherers set off South towards the mild tundra of Low Altum, hoping to find a rich harvest. At the same time, the strongest and most skilled spirits made their way North into the permanently ice covered valleys of High Altum in search of what lies beyond. In their missions, the spirits found that were not the only race inhabiting Altum.

● 4th Marker: Enclaves in the Darkness

- The Pilus, whose treebound lodges were scattered throughout the Western region of High and Low Altum, were the first to

